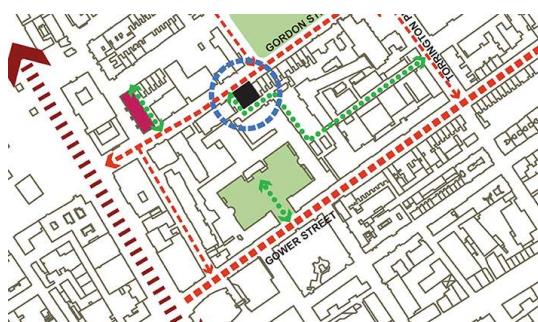


## ESTHER BARBARA KANINI NJIRU : Current courses



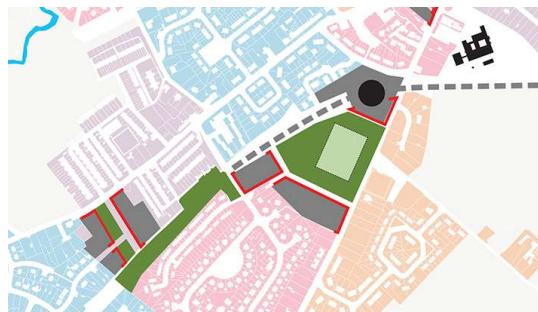
### Urban Graphics 1 - The City Footprint

The course shows you how to create a figure-ground diagram (one of the simplest and most common diagrams used by built environment professionals, showing which land is covered by buildings and which is not). You use a figure-ground to analyse a place, or to explain the history of development in a compelling way. These diagrams are a highly effective way of showing simple patterns that lie behind urban complexity.



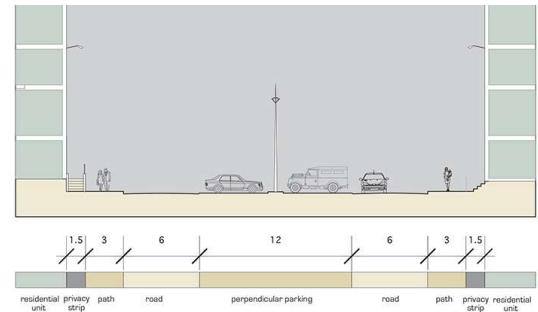
### Urban Graphics 2 - Urban Layers and Proposals

In this workshop you will find out how to create and present in a coherent document some of the basic plans and drawings that urban professionals need to use. You'll create a short report setting out the characteristics of a city neighbourhood, including diagrammatic routes-and-spaces, land uses, layered aerial photography and hand sketches. You'll be using Adobe InDesign and Illustrator or the open source alternatives, Scribus and Inkscape.



### Urban Graphics 3 - Essential Urban Plans

Often the first step in urban design analysis is to look at the historic plans of an area. Historic plans can provide an enormous amount of information about the context that will be the basis of planning and urban design: about the shape of the land, the patterns of movement, the traditional sizes of blocks and plots, and much more. This workshop will cover these areas.



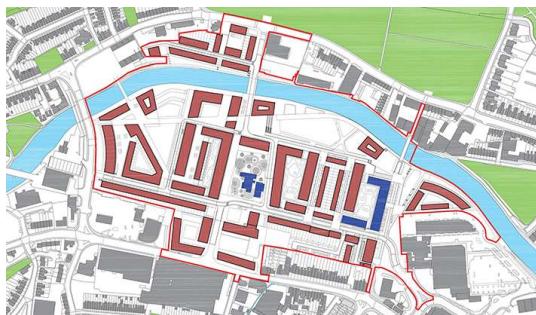
### Urban Graphics 4 - The city in 3D

The full power of urban graphics for analysis, design and communication are only released with the sort of three-dimensional imagery that accompanies a 3D understanding of the city. In this workshop you will see how key 3D drawings communicate complex urban proposals for urban propositions and street improvements.



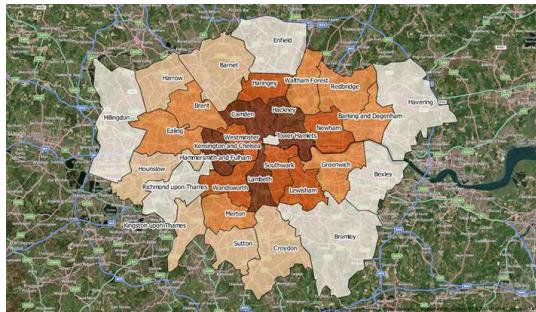
## Urban Graphics 5 - Introducing urban film and photography

The workshop explains how to use photography in the planning and design process for recording and measuring; and representing buildings and places. It explains the particular stages of vision; appraisal and analysis; and design. The course includes an exercise in taking a series of photographs appraising a street of your choice.



## Urban Graphics 6 - Masterplanning in AutoCAD

CAD (Computer Aided Design) is one of the most powerful and accurate ways of preparing urban graphics. CAD drawing can be used to illustrate analysis and design proposals or for producing detailed construction information for public realm and building projects. AutoCAD is an industry standard application and in this workshop is used to create a series of masterplanning drawings.



## Urban Graphics 7 - Urban Mapping in GIS

The purpose of this workshop is to introduce the functionality of a Geographic Information System (GIS) through the production of a series of publication-ready maps. The exercises use the free QGIS (Windows + Mac) software platform for this and will cover the complete workflow from downloading data to the final map. The data used is freely available for personal and commercial use outside of the workshop. After completing the workshop you should be able to directly apply the skills taught in your own projects.



## Urban Skills Portal: USP Forum

Any questions, observations, problems? The USP forum is designed for users to share experiences and to mutually support each other whilst undertaking the workshops. So take a look, share a question or, test your skills and share a solution!